



David Fenigstein

UI / UX Lead

Washington, DC



PROFESSIONAL STATEMENT

Science focused UX researcher and designer; creating solutions that make complex concepts simple, understandable, and enjoyable. I strive to bringout the best in collaborators through a process--driven approach.

SKILLS

- User InterfaceUser Experience
- Usability TestingUser Research
- AgileInformation Architecture
- Heuristic EvaluationBranding
- WireframesUser Journey Mapping
- Mobile and Responsive Layouts
- Content StrategyLean UX Methods

TOOLS

- Adobe Creative SuiteSketch
- HTML5/CSS3InVision
- AxureBalsamiqFlinto
- Javascript/jQuery (working knowledge)
- Rapid Iterative Prototyping

EDUCATION

2014
General Assembly
User Experience Immersive Program

Full time immersive program including over 500 hours of professional training over a ten week period.

2008 - 2012
University of Michigan
M.S.E. Electrical Engineering
M.S. Atmospheric, Oceanic, and Space Science

1993 - 1997
Oberlin College
B.A. Psychology



EXPERIENCE

JUNE 2018 - PRESENT

Learning Without Tears

Sr. User Experience Designer

Project: Homepage Redesign

- Conducted a heuristic analysis of the lwtears.com website and created wireframes and extensive recommendations on creating an easier and more enjoyable customer experience.

Project: Capital Start campaign

- Created wireframes using Balsamiq, and suggested content strategy in conjunction with stakeholders.

Project: Plus Live Insights dashboard

- Created wireframes using Sketch for the onboarding process easier, removing two unnecessary steps to getting started.

Project: Userflow updates

- Updated userflows using Gliffy for the checkout process and onboarding process for two products

FEBRUARY 2018 - PRESENT

George Washington University - Washington, DC

UX/UI Coding Instructor

I teach this UX/UI Design certification program that provides students with hands-on training in:

- ◆ User-centric design research & analysis, using qualitative & quantitative methods;
- ◆ Design thinking workshops;
- ◆ Brand & visual design theory, including color, typography, & iconography;
- ◆ Information architecture & wireframing;
- ◆ User interface design & storyboarding;
- ◆ Prototyping & usability testing;
- ◆ Web design with HTML5 & CSS;
- ◆ Interaction design with JavaScript & jQuery; and
- ◆ Overall product management

Working with Trilogy Education Services to deliver this immersive bootcamp, I'm also responsible for designing a curriculum and portfolio projects that utilize practical work experience to best fit the career path of each student. By providing ongoing career guidance and feedback, my goal is to see each student graduate with the skills and confidence to join the growing UX industry.

APRIL 2016 - DECEMBER 2017

Leidos - Bethesda, MD

UX/UI Lead

Project: HRSA Data Warehouse Usability Study (end-date: October 2017)

- Working in an **Agile** environment, created a usability testing and prototyping plan and schedule for a Data Warehouse website and led a team of 5 in execution of that plan.
- Acted as **Scrum Master** for the project.
- Mentored the group to participate in **Ideation** sessions, and conduct **Hands-On Testing** where necessary.
- Tools: **Adobe Connect** to record hands on testing and focus groups. **Sketch** to create wireframes. **HTML5/CSS3** to develop prototypes. **Card Sorting** exercises to guide navigation design.

Project: NHLBI “Ideation” Project (end-date: April 2017)

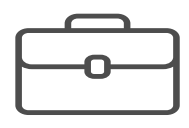
- Conducted user interviews, ideation sessions, and stakeholder meetings in order to develop prototypes for a new application to aid collaboration for scientists to develop ideas.
- Worked within a **Lean** framework.
- Tools: **Sketch** to develop wireframes, **Microsoft OneNote** to collaborate on concepts, **InVision** to prototype the tool

Project: NHLBI UI Standards (ongoing)

- Collaborated with Leidos developers and NHLBI designers to build a set of standards creating consistency for all applications on their Intranet.

Project: Agile “Center of Excellence” (ongoing)

- Implented a design process and testing into Leidos’ Agile process.
- Evangelized the benefits of a UX process to our PMs and developers.



ADDITIONAL EXPERIENCE

AUGUST 2015 - NOVEMBER 2015

Consumer Financial Protection Bureau (90 day contract) - Washington, DC

User Experience Designer

Project: Consumer Complaint Database

- Composed screeners and moderators guide for user interviews with reporters, researchers,
- and consumers for the next version of the Consumer Complaint Database.

Project: Human Capital Project

- Designed a new streamlined process for selecting new Consumer Advisory Board committee members and delivered recommendations to the Human Capital team.

Project: Notification Guidance for the CFPB Design Manual

- Coded the design manual page and devised rules on site notifications and error messaging.

OCTOBER 2014 - MAY 2015

VT iDirect - Herndon, VA

User Experience Engineer

Project: Satellite Antenna Commissioning Process

- Collaborated with back-end and architecture team to redesign interfaces, simplifying procedure and appearance.
- Performed heuristic analysis, applying UX best practices to identify and fix bugs, and identify areas where the interface did not adhere to the high level design document.
- Developed subject matter expertise in satellite based communication to best apply UX practices to company products.

AUGUST 2014

Infield Health (via General Assembly) - Washington, DC

User Experience Designer

Project: Healthy Steps Mobile Application

- Redesigned a patient navigation mobile application from scratch.
- Developed a detailed patient experience map to identify all opportunities to improve the long term surgery procedure for a patient and their families and caretakers.
- Conducted user and market research, developed concept using design studio, journey mapping and prototyping